

# A VISITOR'S GUIDE TO



# DEATH VALLEY

## 2006

## NATIONAL PARK

### Helping Your National Park

This year we are asking you to support your national heritage in a bigger way. Many parks, including Death Valley National Park, are increasing entrance and camping fees to pay for public facilities, research, and the protection of natural and cultural heritage. Park Superintendent JT Reynolds stated, "These areas preserve our national heritage. America's heritage provides our national spirit. You break our heritage and you break our spirit. You break our spirit and you break the country." Protecting our heritage does not come cheaply!

In 2004, President Bush, realizing that the percentage of tax dollars going to the National Park Service was not keeping up with the increasing costs of operations, signed the Federal Lands Recreation Enhancement Act. This Act continues to allow parks to keep 80¢ of every \$1 they collect. These funds must be used to accomplish projects that relate to your visitor use and enjoyment.

Here at Death Valley National Park, there are several areas where you can experience your money at work. Explore the new visitor area at Badwater, tour the newly stabilized historic structures at Harmony Borax Works or overnight in campgrounds with new tables and grills. Some benefits to you are not as obvious, but nonetheless enhance your visit to the park.

Plans for future use of these funds include a new parking area at the sand dunes and reconstruction of the historic Cook House at Scotty's Castle.

The National Park Service staff is also doing its part to protect the park. Superintendent Reynolds says, "What we accomplish in Death Valley is only possible because of a dedicated crew of workers... that's what holds the parks together, this dedication." Death Valley National Park's committed staff continues to make it one of the shining stars within the 388 units of the National Park system.

But the park staff can not protect the park without your help. Join them in preserving our heritage not only for the sake of the nation, but also for the sake of the world. The staff of Death Valley National Park thanks you for your continuing support.



### What's Inside?

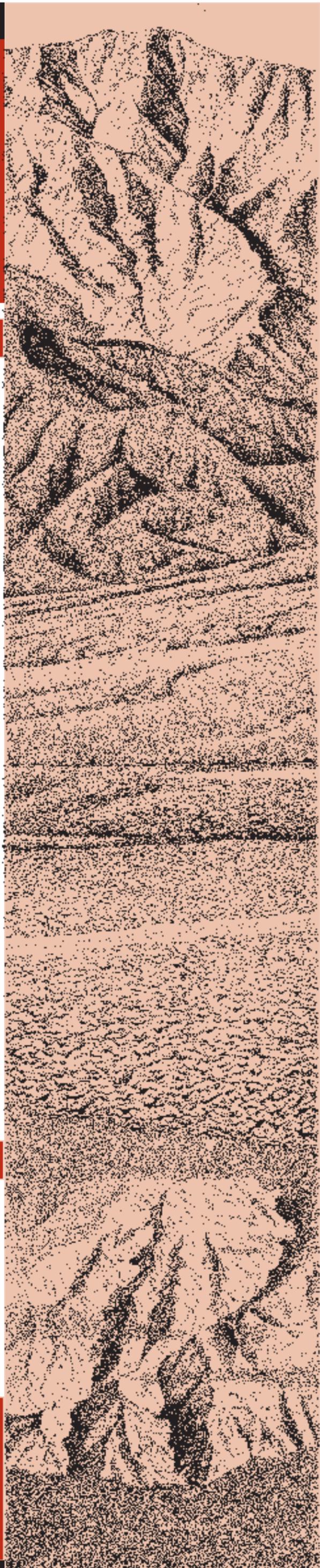
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**DEATH VALLEY**  
**NATIONAL PARK**  
 (760) 786-3200  
 nps.gov/deva

...to conserve the scenery and the natural and historic objects and the wildlife therein and to provide for the enjoyment of the same in such manner and by such means as will leave them unimpaired of future generations.

*NPS Organic Act 1916*



# PARK INFORMATION



## Regulations Protect Your Park

Death Valley National Park and its resources belong to everyone, we all must share the responsibility of protecting this land. Please remember and obey the following regulations during your stay:

▼ **Collecting or disturbing** any animal, plant, rock or any other natural, historical or archeological feature is prohibited.

▼ **All vehicles must remain on established roads.** This includes motorcycles, bicycles, and four-wheel drive vehicles. All motorized vehicles and their

drivers must be properly licensed. Vehicles with off-road registration "green stickers" may not be operated in the park.

▼ **Do not feed or disturb wildlife,** including coyotes, roadrunners & ravens. When wild animals are fed by humans they tend to depend upon this "unnatural food source" rather than forage for their natural diet.

▼ **Hunting and use of firearms** in the park is illegal. Firearms may be transported through the park only if they are unloaded and cased.

▼ **Keep pets confined or leashed.** Pets are allowed only in developed areas and along paved or dirt roads.

▼ **Camping is limited to developed campgrounds** and some backcountry areas. For details on backcountry camping and to obtain a free permit, stop at the Furnace Creek Visitor Center or any ranger station.

▼ **Campfires are allowed** in firepits provided in developed campgrounds. They are prohibited elsewhere in the park. Gathering wood is unlawful.

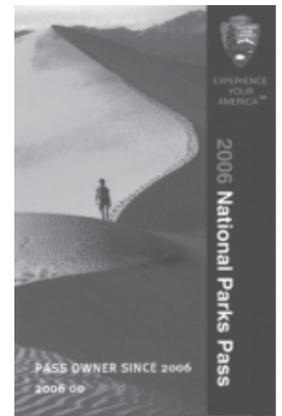
▼ **Please do not litter.**

## 2006 National Parks Pass

Will you be visiting several national parks in the next 12 months? If so, you may want to purchase a National Parks Pass. It allows admission to any national park area—including national monuments, recreation areas and historic sites—that charges an entrance fee. The pass covers the cardholder and anyone traveling in a private vehicle with them. At a cost of only \$50 dollars this pass is a real bargain, especially considering this year's fee increases.

The 2006 National Parks Pass features a photo of Death Valley National Park's sand dunes near Stovepipe Wells. Chosen from 11,000 entries to the National Parks Pass *Experience Your America* Photo Contest, the prize-winning photo was taken by Ron Chiminelli of Leeds, New York.

You can purchase the National Park Pass at any national park where fees are collected or by visiting the website at [www.nationalparks.org](http://www.nationalparks.org)



## Campground Information

Campground	Season	Elevation	Fee	Sites	Water	Tables	Firepits	Toilets	Dump Station
Furnace Creek	all year	-196'	\$18**	136	yes	yes	yes	flush	yes
Sunset	Oct-Apr	-196'	\$12	1000	yes	no	no	flush	yes
Texas Spring	Oct-Apr	sea level	\$14	92	yes	yes	yes	flush	yes
Stovepipe Wells	Oct-Apr	sea level	\$12	190	yes	some	some	flush	yes
Mesquite Spring	all year	1800'	\$12	30	yes	yes	yes	flush	yes
Emigrant (tent only)	all year	2100'	free	10	yes	yes	no	flush	no
Wildrose	all year	4100'	free	23	yes	yes	yes	pit	no
Thorndike*	Mar-Nov	7400'	free	6	no	yes	yes	pit	no
Mahogany Flat*	Mar-Nov	8200'	free	10	no	yes	yes	pit	no

\*accessible to high-clearance vehicles only. 4-wheel drive may be necessary.

\*\*Furnace Creek Campground fee changes to \$12 per night from mid-April to mid-October

**RV Hookups** are available only at the concession-run Stovepipe Wells RV Park and the privately-owned Panamint Springs Resort.

**Texas Springs Campground** (Upper Loop) Limits on RV site use may apply in springtime to accommodate increased demand for tent camping space.

## Camping Reservations

**Reservations may be made** for the Furnace Creek Campground and group sites for October 15 through April 15. Beginning on the fifth of each month, reservations can be made five months in advance.

For reservations at Furnace Creek Campground and group sites call: **1-800-365-2267** or visit the website at [reservations.nps.gov](http://reservations.nps.gov)

## Basic Campground Rules

▼ **Group size of no larger than 8 people and 2 vehicles is allowed per campsite.** Only one RV allowed per site. Larger groups wanting to camp together can reserve the group sites at Furnace Creek Campground.

▼ **Generator hours are from 7 AM to 7 PM, unless otherwise posted.** These hours are chosen to accommodate the needs of the wide variety of people who use Death Valley's campgrounds. Generators are not allowed at Texas Springs Campground.

▼ **Pets must be kept on a leash no longer than 6 feet at all times.** Keeping your pet leashed protects other campers and wildlife as well as your pet. Pet owners are responsible for cleaning up after their pets.

from top: desert trail; Rhyolite ghost town; Jayhawker inscriptions; kit fox; Panamint City ruins; Panamint daisy.



## Staying Safe & Sound



▼ **Water:** Drink at least one gallon (4 liters) of water per day to replace loss from perspiration. Carry plenty of extra drinking water in your car.

▼ **Heat & Dehydration:** If you feel dizzy, nauseous or a headache, get out of the sun immediately and drink plenty of water. Dampen clothing to lower your body temperature. Heat and dehydration can kill.

▼ **Hiking:** Do not hike in the low elevations when temperatures are hot. The mountains are cooler in summer, but can have snow and ice in winter.

▼ **Summer Driving:** Stay on paved roads in summer. If your car breaks down, stay with it until help comes. Be prepared; carry plenty of extra water.

▼ **Flash Floods:** Avoid canyons during rain storms and be prepared to move to higher ground. While driving, be alert for water running in washes and across road dips.

▼ **Mine Hazards:** Do not enter mine tunnels or shafts. Mines may be unstable, have hidden shafts, pockets of bad air and poisonous gas.

▼ **Dangerous Animals:** Never place your hands or feet where you cannot see first. Rattlesnakes, scorpions or black widow spiders may be sheltered there.

▼ **In Case of Emergency:** Dial 911 from any telephone or cell phone. Cell phones may not work in many parts of the park, do not depend on them.

## Survive the Drive

▼ **The main cause of death** in Death Valley is single-car accidents.

▼ **Follow the speed limit** to help negotiate the narrow roads, sharp curves and unexpected dips.

▼ **Avoid speeding out of control** on steep downhill grades by shifting to a lower gear and gently pressing on the brakes.

▼ **Don't block traffic.** Pull off the pavement if you want to stop to enjoy the scenery.

▼ **Wear a seatbelt** and make sure it is adjusted to fit snugly.

▼ **Unpaved roads are subject to washouts.** Check for conditions before traveling these routes.

## Desert Wildlife: Masters of Survival

The extremes of summer in Death Valley pose the ultimate test of survival for wildlife. Animals must have special adaptations of bodies and habits to survive the severe climate.

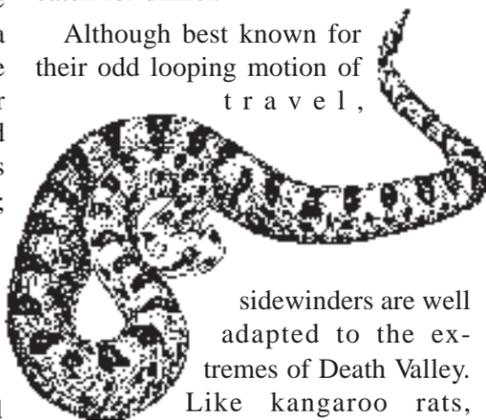
**Kangaroo rats** can live their entire lives without drinking a drop of liquid, a very handy ability when living in a place famous for its aridity. All of the water they need to survive can be metabolized within their bodies from the dry seeds they eat. They also conserve moisture; their kidneys can concentrate urine to five times that of humans.

Kangaroo rats avoid the intense heat of the day in underground burrows that are both cooler and higher in humidity than outside. Water vapor in the humid air is reclaimed by special membranes in their nasal passages, and is also absorbed by the food stored within the den. They may even plug the burrow's entrance with dirt to keep out heat and intruders.

**Sidewinders** are the type of unwelcome guests the kangaroo rat is trying

to keep out. These small rattlesnakes also spend the hot days in underground dens. Rather than digging their own burrows, they simply move into one previously occupied by the unlucky rodent eaten for dinner.

Although best known for their odd looping motion of travel,



sidewinders are well adapted to the extremes of Death Valley. Like kangaroo rats, sidewinders do not need to drink water. All the moisture they need comes from the juicy animals they eat.

Endothermic (warm-blooded) animals such as kangaroo rats and humans use food as fuel to produce body heat internally, but ectothermic (cold-blooded) reptiles like sidewinders must absorb

heat from their environment. Deserts have a lot of heat, but little food, so reptiles are excellent desert dwellers.

The tiny **pupfish** of Salt Creek are also ectothermic, yet they cannot escape the high temperatures of solar-heated pools. Pupfish are among the most heat tolerant of all fishes. Some species even live in warm springs. They have been known to survive in water temperatures of 112° F.

Another obstacle these fish face is high salinity. Pupfish can survive in water three times saltier than sea water. Excess salts are excreted through their kidneys and gills.

During your visit, keep in mind that only the ability to carry water and to create artificial shelter allows you to be here in relative comfort. You are not as physically adapted to survive in Death Valley's heat as its wildlife residents.

## Emergency? Dial 911

## Death in the Dunes

When Sarah and Jason woke up that late summer morning, it looked like it would be just another nice day on their honeymoon. They were in their late 20s, physically fit, and ready for a Death Valley adventure. They had no idea of the disaster they were headed for.

Like so many who come to the desert, they were drawn to the sand dunes. They started on their hike that morning, enjoying the glory of the classic desert scenery. After a while, Sarah became tired; hiking on loose sand can become difficult and she was getting too hot. She gave Jason the rest of her water and returned to the Stovepipe Wells Ranger Station to wait in the shade while he continued to the far side of the dunes.

She had already been waiting more than an hour when the park ranger in-

quired her inside where it was cooler. She told the ranger she was expecting her husband soon and that he was "out there," motioning with her hand towards the dunes. By that time, temperatures were reaching 110°F (44°C) in the shade. The ranger became concerned. He sent out calls for assistance and within minutes other rangers headed towards Stovepipe Wells. Using binoculars to scan the dune field from the flank of a nearby mountain and by flying overhead in the park's airplane, rangers spotted Jason. Several of the most fit park employees were dispatched to his location. When they reached him, he was unconscious and had labored breathing. He later died in a Las Vegas hospital. Heat and dehydration had proven to be stronger than he was.

Death Valley National Park receives nearly one million visitors a year. Even when it is hot, people are able to travel through the valley in the comfort of air conditioned cars. Due to that ease of travel, visitors often underestimate the dangers of being in one of the hottest places on Earth.

Could this death have been prevented? This incident tells us that even fit and healthy people must use caution. With better planning, better timing, and enough water this story could have ended differently. (See "Staying Safe & Sound" above for more details.) We must all learn to respect the desert to enjoy it safely.



roadrunner with prey



## Rooted to the Land: Timbisha Shoshone & Mesquite Trees

The Timbisha Shoshone Indians were devastated to learn that pioneers misunderstood their homeland enough to name it “Death Valley.” To the people who lived in the area for more than a millennium, the valley’s resources offered everything necessary for comfort and contentment. Traditional brush homes made perfect desert dwellings, allowing breezes to filter in through the arrowweed walls. Men hunted jackrabbits and bighorn sheep, using arrows tipped with stone points. Women wove willow baskets so intricately coiled that they could hold water. These were sometimes decorated with patterns of interlocking shapes or a delicate geometry of lizards and butterflies.

The Timbisha’s oral history relates that they have lived in the area since time immemorial—and, many visitors are surprised to learn, still live in the heart of Death Valley today. To fully understand the valley in all its vast dimensions, it is essential to be aware of this

deep connection between the natural landscape and Timbisha Shoshone culture.

Mesquite trees were always a focal point of Timbisha culture. Tribal members would help to care for the trees through the spring, monitoring the new growth of leaves. When ripe pods were ready to be gathered during the late spring, the harvesters would also take time to clear away dead branches from each tree. The Timbisha then collected the fallen mesquite pods, grinding them into a sweet flour and shaping it into cakes to take with them into the mountains when the valley floor grew too hot. These cakes provided food throughout the fall and winter, supplementing a diet of game and roasted pine nuts. In this way, the mesquites were not just a food source, but part of the tribe’s reciprocal relationship with the land—the people cared for the trees just as the trees provided for them.

When the long string of gold seekers, borax miners, and other desert explorers began to cross Death Valley after 1849, their Westward journeys forever altered the Timbisha Shoshone’s traditional way of life. The ensuing story of disease, struggles for land, and harsh competition for resources is tragically familiar in early American history. When mining companies began digging in the valley, they obtained legal rights to many important water sources that the Timbisha had used for centuries. Soon the Pacific Coast Borax Company began extracting minerals from the Furnace Creek area, forcing the tribe to move from their traditional camping area, and relocating them several times to less desirable sites.

Death Valley became a national monument in 1933, presenting additional

challenges for the Timbisha. Already exploited by the mining company, many tribal members viewed the National Park Service as simply the newest wave of intruders. Tensions between the park and tribe surged as federal policies shifted from decade to decade. After the tribe was uprooted for the last time in 1936, settling into the current Timbisha Indian Village at Furnace Creek, an early superintendent arranged for the CCC to build adobe homes for native families. A less progressive administration in the 1960s ordered these same homes washed away with high-power fire hoses as part of a policy to evict tribal members from the park. Throughout these difficult years, the tribe ardently remained in their village despite the legally ambiguous situation. As Pauline Esteves, Timbisha elder and former Tribal Council Chairperson, eloquently wrote: “The Timbisha people have lived in our homeland forever and we will live here forever. We were taught that we don’t end. We are part of our homeland and it is part of us. We are people of the land. We don’t break away from what is part of us.”

Esteves wrote those words as the preface to the Timbisha Homeland Act, which Congress finally passed in 2000 to establish a 7000-acre land base for the tribe within its ancestral homelands. Three hundred acres of this homeland lie within Death Valley National Park, including the Timbisha Indian Village. Today, the tribe and park service are working cooperatively on several projects, but threads of frustration and pain still connect many tribal members to memories of harsh treatment in the past. Even after accomplishing the vital step of securing a land base, the Timbisha continue to struggle with the fact that there are few prospects of economic development in such a remote area. Despite this challenge, the tribe is now constructing a community center and working on several projects to help reinvigorate their cultural traditions.

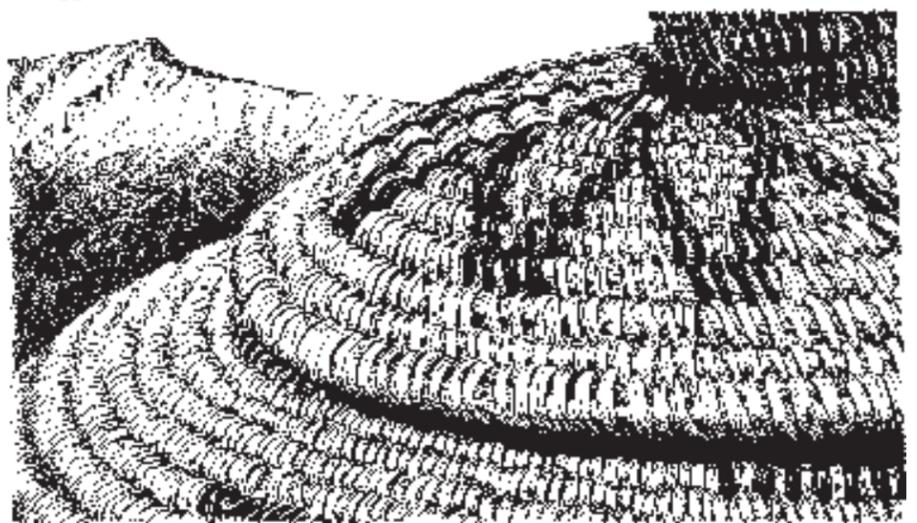
One of the most important of these is the Mesquite Traditional Use Pilot Project. The local mesquite population has been struggling ever since settlers diverted much of the water for domestic use and irrigation of foreign date palms and tamarisk trees, leaving less behind for the native trees. As the area developed, even more water was used to support the growing number of val-

ley inhabitants and tourists. In this fierce competition for water, the tamarisk tree—commonly called the salt cedar—has invaded the mesquite groves, caused many of the mesquites to become unhealthy, unable to produce pods or spawn new trees.

This deterioration profoundly concerns the modern Timbisha, who take great pride in continuing the mesquite harvesting traditions of their ancestors. Tribal members express deep distress that “there are no new mesquite trees growing, only old trees dying.” To address—and ideally help reverse—the mesquites’ declining health, the tribe recently launched the Mesquite Traditional Use Pilot Project. The study will focus on two half-acre plots of mesquite in the Furnace Creek area, a grove historically harvested by the tribe that is said to produce the sweetest pods in the area. Situated on land that is co-managed by the Timbisha and the National Park Service, the grove’s water levels and evaporation rates are now being carefully monitored. The Timbisha hope that by practicing traditional care for the mesquites, the maintained section of trees will be restored to a healthy state. The tribe and park service have also collaborated to remove the invasive tamarisk trees in the area, leaving only the native mesquites in most sections of the Furnace Creek grove. It is hoped that in the absence of the foreign tamarisk trees, the mesquites will not have to compete so fiercely for land and water, healing their root systems and encouraging new growth.

In many ways, the mesquite trees and the Timbisha Shoshone tribe share a similar story. Both have lived in the valley for centuries, their balanced lifestyles disrupted by the coming of foreign inhabitants who crowded their land and took the water that had always been theirs. Both the native trees and native people endured pressure from newcomers that tried to dominate the area, but both survived the difficult conditions until a time when their importance was again understood. And now, with restored land of their own to grow and the revival of traditional ways, both the Timbisha Shoshone and their mesquite trees will find a way to thrive again in this changed world.

Shoshone basket



mesquite branch in bloom

“The Timbisha people have lived in our homeland forever and we will live here forever. We were taught that we don’t end. We are part of our homeland and it is part of us. We are people of the land. We don’t break away from what is part of us.”

Pauline Esteves  
Timbisha elder



mortar & pestle with mesquite pods

# BEYOND TOURISM



5

## Rock Stars, Test Cars, & Cows

What do these things have in common? They represent some of the diverse users of Death Valley National Park.

People from around the world appreciate Death Valley's magnificent scenery and wilderness resources. In 1984, the United Nations designated Death Valley as an International Biosphere Preserve, recognizing it as an ecosystem of unique biological importance, where harmonious relationships are promoted between humans and the environment. Although managed by the United States, Death Valley is a showcase where park officials from as far away as Hungary and Chile come to share ideas about park management.

Death Valley's protected environment is very attractive to scientists for long term study. Geologists travel here to study alluvial fans, fault movements, groundwater systems, and its ancient lake systems. Biologists seek knowledge about subterranean mollusks, rare plant genetics, isolated lizard subspecies, pupfish ecology and population dynamics, specialized insects, and hot spring and salt crust algae. Other scientists use the park to investigate global issues like world climate change. Extraterrestrial connections include local ground testing of the Mars Rover and satellite remote sensing techniques that can be applied to other planets.

The wildly diverse scenery draws film crews and photographers. Death Val-

ley has a long cinematic history, from early silent films to more recent blockbusters like Star Wars. Rock bands like Oasis and U2 have filmed music videos amidst the otherworldly scenery. Carefully inspect television and magazine ads and you will regularly see shots from this and other national park areas.

Summer temperatures in Death Valley regularly exceed 115° F (46°C), making it one of the hottest places in the world. The high temperatures draw those who want to challenge themselves or their machines. Over thirty different car makers test their new products in Death Valley. Computers are used to monitor cooling systems, brakes, transmissions, fuel systems, and, of course, air conditioners.

If heat stresses machines, consider the runners that come here. Every July, dozens of ultramarathoners run from Badwater to Mount Whitney. This grueling 130-mile (210-kilometer) contest starts at 282 feet (86 km) below sea level and ends at the Mt. Whitney trailhead at 8,360 feet (2,548 m). The winner of the year 2000 race finished in just 25 hours, 9 minutes, 5 seconds.

Cows in a national park? It happens in Death Valley National Park under very special circumstances. A family has grazed livestock here since the late 1800s. When part of that area was added to the park in 1994, they were allowed to continue the historic use, en-

suring that park resources were protected.

The Timbisha Shoshone Homeland Act, signed into law in 2000, provides for the Timbisha Shoshone Tribe to engage in specific traditional activities within the park. Managing springs and mesquite groves, and collecting plants for basket making, food, and medicine are just a few of the ways the tribe has lived here with this land for generations.

A modern phenomenon over the landscape is the sight and sound of low level military aircraft. The park is within a military aircraft training area established by Congress where military pilots practice techniques needed to avoid detection by enemy radar. While the military has agreed not to fly below 3000 feet above ground level over the old Death Valley National Monument lands, their planes may be seen flying as low as 200 feet in other parts of the park.

Yes, Death Valley National Park is unique; it contains diverse resources that attract this diversity of park users. Many of the unusual park uses require special permits; this is to help ensure that all that visit parklands will not damage them in any way. The park was created to protect the treasures it contains so that they will be around for future generations to experience and to enjoy.

## New Park Education Program

Educators! We want to help you bring your students to the park. We know that budgets are tight and transportation costs are high. Our staff is researching grants and other private funding to assist classroom visits.

And, we are developing curriculums for you to use. Thanks to the efforts of local teachers, we have a 3<sup>rd</sup> / 4<sup>th</sup> grade

curriculum on pupfish and their environment in English and in Spanish. Other curriculums are being created focusing on some of Death Valley's natural and cultural wonders. Your input is welcome and extremely important.

Your classroom can also visit Death Valley National Park virtually. Log on to [www.nps.gov/deva](http://www.nps.gov/deva) to access the

"Cool Animals in a Hot Place" eFieldTrip, suitable for ages 8-12.

If you are interested in bringing a group of students to Death Valley National Park or assisting with our curriculum development, please contact Park Ranger Nancy Hadlock at (760)786-3226.

## Fertile Ground for Research

Geologists have always loved Death Valley. G.K. Gilbert, a notable geologist who worked in the area in the 1870s, remarked that the rock formations were "beautifully delineated on the slopes of the distant mountains, revealing at a glance relations that in a fertile country would appear only as the results of extended and laborious investigations." In the modern day, scores of earth scientists continue to scour the landscape, searching for clues to refine our understanding of the geologic story.

Death Valley contains a smorgasbord of different rock types, offering hearty dishes to suit the palate of a variety of geologists. For example, sedimentologists are currently trying to understand the formation of alluvial fans, while igneous petrologists attempt to determine the crystallization history of granitic

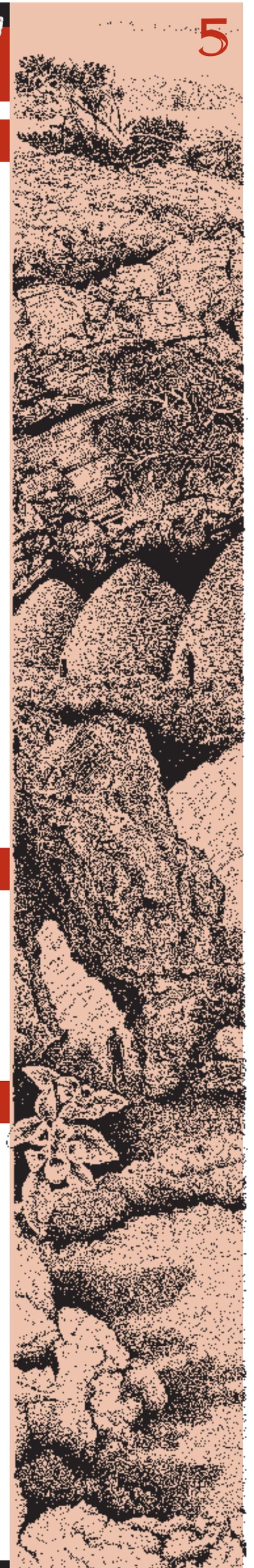
batoliths, and metamorphic specialists strive to reconstruct the tectonic setting in which many of Death Valley's rocks have been deformed. Continuing research also involves hydrological monitoring to ensure the safety of public drinking water, to study groundwater levels and discharge rates, and to improve hydrologic models of the area. Other inquiries seek to solve mysteries such as the movement of the restless stones of Racetrack playa or the dynamics of crustal movement along the enigmatic turtleback faults.

A great deal of current research focuses on the recent (Late Cenozoic) extensional deformation that has occurred in Death Valley. Such work includes monitoring of contemporary earthquake activity and determination of slip rates on the numerous faults in the

area. Studies of the Death Valley Fault Zone show that no major rupture has occurred in the last 2,000 years, indicating that a significant earthquake is now likely. Recent results have also shown that spreading rates at Yucca Mountain are much higher than previously estimated, raising further concerns about designating this site as a repository for high-level nuclear waste.

Questions remain that will challenge present and future generations of geologists. Because Death Valley National Park has been preserved in a relatively undisturbed state, it provides rare opportunities for researchers to study natural systems. The region is geologically alive—as is the science that strives to comprehend this dynamic landscape.

*from top:bristlecone pine; charcoal kilns; Little Bridge; rock mimulus; salt detail*





## Things to Know Before You Go

**Before starting a hike**, learn the current conditions, water availability, and weather forecasts. Backpackers should obtain a free permit.

**Always carry water.** Two liters for a short winter dayhike; 4 liters or more in the summer or for long hikes.

**Constructed trails are rare** in this park. Trails are provided in places that are heavily used and sensitive to damage. If a trail is there, please use it. Most hiking routes in the park are cross-country, up canyons, or along ridges. Footing can be rough & rocky.

**Hiking in low elevations** can be dan-

gerous when it is hot. The high peaks can be covered with snow in winter and spring. The best time to hike in the park is October to April.

**Dogs and bicycles** are not allowed on trails or in the wilderness.

## Trails & Routes

### Golden Canyon Trail

**Length:** 1 mile, one-way.

**Difficulty:** easy

**Start:** Golden Canyon parking area, 2 miles south of Hwy 190 on Badwater Rd.

**Description:** Easy trail through colorful canyon. Red Cathedral located ¼ mile up canyon from last numbered marker. Interpretive trail guides are available.

### Gower Gulch Loop

**Length:** 4 miles round-trip.

**Difficulty:** moderate

**Start:** Golden Canyon parking area, 2 miles south of Hwy 190 on Badwater Rd.

**Description:** Colorful badlands, canyon narrows, old borax mines. Hike up Golden Canyon to marker #10, then follow trail over badlands and down Gower Gulch to finish loop. Two easy dryfalls must be scrambled down. Ask for Gower Gulch handout at Visitor Center.

### Natural Bridge Canyon

**Length:** ½ mile to natural bridge, 1 mile to end of canyon.

**Difficulty:** easy

**Start:** Natural Bridge parking area, 1.5 miles off Badwater Road on gravel road, 13.2 miles south of Hwy 190.

**Description:** Uphill walk through narrow canyon. Large natural bridge at ½ mile. Trail ends at dry waterfall.

### Salt Creek Trail

**Length:** ½ mile round-trip.

**Difficulty:** easy

**Start:** Salt Creek parking area, 1 mile off Hwy 190 on graded gravel road, 13.5 miles north of Furnace Ck.

**Description:** Boardwalk along small stream. Good for viewing rare pupfish and other wildlife. Best in late winter/early spring.

### Sand Dunes

**Length:** 2 miles to highest dune.

**Difficulty:** easy to moderate

**Start:** 2.2 miles east of Stovepipe Wells on Hwy 190.

**Description:** Graceful desert dunes, numerous animal tracks. Walk cross-country to 100 ft. high dunes. Best in morning or afternoon for dramatic light. Also good for full moon hikes. *No trail.*

### Mosaic Canyon

**Length:** ½ to 2 miles, one-way.

**Difficulty:** moderate

**Start:** Mosaic Canyon parking area, 2 miles from Stovepipe Wells Village on graded gravel road.

**Description:** Popular walk up a narrow, polished marble-walled canyon. First ½ mile is narrowest section. Some slickrock scrambling necessary. "Mosaics" of fragments of rocks cemented together can be seen in canyon walls. Bighorn sheep sighted occasionally.

### Titus Canyon Narrows

**Length:** 1.5 miles, one-way.

**Difficulty:** easy

**Start:** Titus Canyon Mouth parking area, 3 miles off Scotty's Castle Road on graded gravel road.

**Description:** Easy access to lower Titus Canyon. Follow gravel road up wash 1.5 miles through narrows or continue to Klare Springs and petroglyphs at 6.5 miles.

### Keane Wonder Mine Trail

**Length:** 1 mile, one-way.

**Difficulty:** strenuous

**Start:** Keane Wonder Mill parking area, 3 miles off Beatty Cutoff Road on graded gravel road.

**Description:** Steep, narrow trail from mill ruins to mine 1500' above. Sweeping views of Death Valley. Do not enter any mines - they are unstable and hazardous. An alternative hike in the same area is to Keane Wonder Spring at the base of the mountains 1 mile north of the mill trailhead.

### Little Hebe Crater Trail

**Length:** ½ mile, one-way.

**Difficulty:** moderate

**Start:** Ubehebe Crater parking area, 8 miles west of Scotty's Castle.

**Description:** Volcanic craters and elaborate erosion. Hike along west rim of Ubehebe Crater to Little Hebe and several other craters. Continue around Ubehebe's rim for 1.5 mile loop hike.

### Death Valley Buttes

**Length:** 1.2 mile to top of first butte

**Difficulty:** strenuous

**Start:** Hell's Gate parking area on Daylight Pass Road.

**Description:** Climb prominent buttes at foot of the Grapevine Mountains. From Hell's Gate, walk SW ½ mile to buttes. Scramble up ridge to summit of first butte.

The second butte is more difficult and 0.7 mile further. Descend 300' to saddle, then climb 500' to next summit. The ridges are narrow and exposed with steep drop-offs. *No trail.*

### Fall Canyon

**Length:** 3 miles, one-way.

**Difficulty:** moderately strenuous

**Start:** Titus Canyon Mouth parking area, 3 miles off Scotty's Castle Road on graded gravel road.

**Description:** Spectacular wilderness canyon near Titus Canyon. Follow informal path ½ mile north along base of mountains, drop into large wash at canyon's mouth, then hike 2½ miles up canyon to 35' dryfall.

You can climb around the dryfall 300' back down canyon on south side for access to best narrows. Canyon continues another 3 miles before second dryfall blocks passage. *No trail.*

## Summer Hikes

### Dante's Ridge

**Length:** ½ miles to first summit, 4 miles one-way to Mt. Perry

**Difficulty:** moderate

**Start:** Dantes View parking area

**Description:** Follow ridge north of Dantes View for spectacular vistas and a cool place to escape summer heat. *No trail for last 3.5 miles*

### Wildrose Peak Trail

**Length:** 4.2 miles, one-way.

**Difficulty:** moderately strenuous

**Start:** Charcoal Kilns parking area on upper Wildrose Canyon Road.

**Description:** A good high peak to climb (9,064 ft.). Trail begins at north end of kilns with an elevation gain of 2,200 ft. Spectacular views beyond 2 mile point. Steep grade for last mile.

### Telescope Peak Trail

**Length:** 7 miles, one-way.

**Difficulty:** strenuous

**Start:** Mahogany Flat Campground at end of upper Wildrose Canyon Road. Rough, steep road after the Charcoal Kilns.

**Description:** Trail to highest peak in the park (11,049 ft.) with a 3,000 ft. elevation gain. Climbing this peak in the winter requires ice axe and crampons, and only advised for experienced winter climbers. Trail is usually snow-free by June.



Salt flats at Badwater Basin



# POINTS OF INTEREST

Death Valley National Park has 3.3 million acres of desert and mountains, making it the largest national park in the contiguous United States. The possibilities for discovery are endless!

These are just a few of the most popular points of interest in the park. Most are easily accessible, but some require hiking or a vehicle with high ground clearance.

Before venturing out into the park, stop at the visitor center or a ranger station to obtain your park permit, get a map and to inquire about current road conditions. Enjoy your park.

## Furnace Creek Area

▼ **Golden Canyon:** Hikers entering the narrows of this canyon are greeted by golden badlands within. An interpretive pamphlet is available. Two-mile round-trip walk.

▼ **Artist's Drive:** Scenic loop drive through multi-hued volcanic and sedimentary hills. Artist's Palette is especially photogenic in late afternoon light. The 9-mile paved road is one-way and is only drivable with vehicles less than 25 feet in length.

▼ **Devil's Golf Course:** Immense area of rock salt eroded by wind and rain into

jagged spires. So incredibly serrated that "only the devil could play golf on such rough links." The unpaved road leading to it is often closed after rain.

▼ **Natural Bridge:** Massive rock span across interesting desert canyon. The spur road is gravel and often rough. From the trailhead, the natural bridge is a ½ mile walk.

▼ **Badwater:** Lowest point in the Western Hemisphere, Badwater Basin is a surreal landscape of vast salt flats. A temporary lake may form here after heavy rainstorms. Do not walk on the salt flats in hot weather.

▼ **Zabriskie Point:** Surrounded by a maze of wildly eroded and vibrantly colored badlands, this spectacular view is one of the park's most famous. Zabriskie Point is a popular sunrise and sunset viewing location. The viewpoint is a short walk uphill from the parking area.

▼ **Dante's View:** The most breathtaking viewpoint in the park, this mountain-top overlook is more than 5000 feet above the inferno of Death Valley. The paved access road is open to all vehicles less than 25 feet in length.

## Stovepipe Wells Area

▼ **Sand Dunes:** Tawny dunes smoothly rising nearly 100 feet from Mesquite Flat. Late afternoon light accentuates the ripples and patterns while morning is a good time to view tracks of nocturnal wildlife. Moonlight on the dunes can be magical, yet night explorers should be alert for sidewinder rattlesnakes during the warm season.

▼ **Mosaic Canyon:** Polished marble walls and odd mosaic patterns of breccia make this small canyon a favorite. The twisting lower canyon is so narrow hikers must walk through it single-file. Some rock scrambling is required. The canyon opens up after ½ mile to reveal the heights of Tucki Mountain, but hikers can continue another 1½ miles.



Titus Canyon Narrows

▼ **Salt Creek:** This stream of salty water is the only home to a rare pupfish, *Cyprinodon salinus*. Springtime is best for viewing pupfish; in summer the lower stream dries up and in winter the fish are dormant. The wooden boardwalk loops ½ mile through stands of pickleweed and past pools reflecting badland hills. Wheelchair accessible.

▼ **Titus Canyon:** One of the largest and most scenically diverse canyons in the park. Within its lofty walls visitors can find multi-colored volcanic deposits, a ghost town, Indian petroglyphs, big-horn sheep, and deep, winding narrows. Titus Canyon is accessible to high-clearance vehicles via a 26-mile, one-way dirt road beginning outside the park. Those with standard vehicles may reach the canyon's mouth from the west via a two-way section of road.

## Panamint Springs Area

▼ **Father Crowley Vista:** A landscape of dark lava flows and volcanic cinders abruptly gives way to the gash of Rainbow Canyon below this viewpoint. Walk the dirt track east of the parking lot for a grand overlook of northern Panamint Valley.

▼ **Wildrose Charcoal Kilns:** These ten beehive-shaped structures are among the best preserved in the west. Built in 1876 to provide fuel to process silver/lead ore, they still smell of smoke today. The last 2 miles of gravel road to the kilns are passable to most vehicles.

▼ **Lee Flat Joshua Trees:** The finest stands of tree-sized yuccas in the park grow in this mountain-rimmed valley. Take the paved but rough Saline Valley Road to a junction in Lee Flat. The gravel roads in either direction will provide good views of Joshua trees.

## Scotty's Castle Area

▼ **Scotty's Castle:** Prospector "Death Valley Scotty" claimed this elaborate Spanish-style mansion was built by gold from his fictitious mine. In reality, it was the 1920s vacation home of his wealthy friends. Today, living history tours of the castle's richly furnished interior are given by costumed park rangers.

▼ **Ubehebe Crater:** More than 3000 years ago the desert silence was shattered by a massive volcanic explosion caused by the violent release of underground steam pressure. When the cin-

ders and dust settled, this 600 feet deep crater remained. Although easily visible from the paved road, hikers may want to circle the crater rim to see smaller craters.

▼ **Eureka Dunes:** Rising majestically nearly 700 feet, these are the highest dunes in California. Isolated from other dunes, they are an evolutionary island, home to rare and endangered species of plants and animals. To give them extra protection, the dunes are off limits to sandboarding and horseback riding.

▼ **The Racetrack:** Rocks mysteriously slide across the dry lakebed of the Racetrack, leaving behind long tracks for visitors to ponder. A high-clearance vehicle is needed to traverse the 27 miles of rough dirt road, but ask at a ranger station for current road conditions.

from top: Zabriskie Point; screwbean mesquite; Natural Bridge; saltgrass; The Racetrack





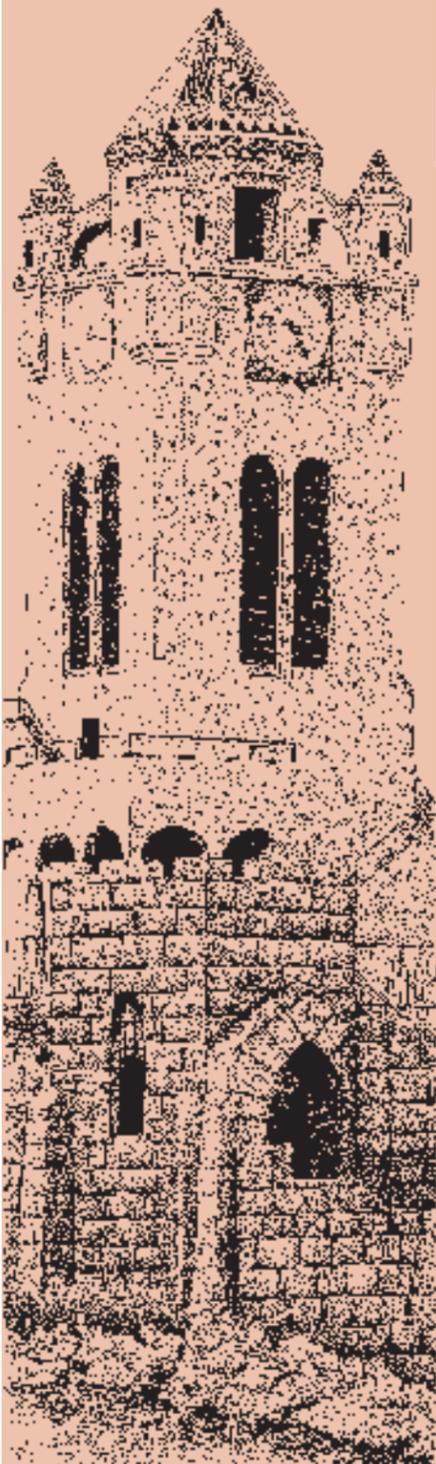
## Tours of Scotty's Castle

- ▼ Hours of operation for Scotty's Castle and grounds vary seasonally. Contact the castle at 760-786-2392 for current hours.
- ▼ Tickets are sold first come, first served. Large groups are recommended to make reservations.
- ▼ **Living History Tours:** 50 minute tour of the interior of the main house and annex by costumed guides conducted as if the year is 1939. These tours are given at least once an hour. ADA accessible.
- ▼ **Underground Mysteries Tour:** 50 minute tour of the castle's basement, tunnels and Pelton waterwheel. Presented 4 times daily. This tour is not ADA accessible.

### Tour fees:

Adults .....	\$11.00
Age 62 or over .....	\$9.00
Adults with a disability .....	\$6.00
Children (6-15 years) .....	\$6.00
Children under 5 .....	free

Save \$2 by buying tickets to both types of tours during your visit.



## A Monument To Friendship

Driving through Grapevine Canyon in the northern half of Death Valley National Park you happen upon a Spanish-style castle that is definitely out of place in this desolate landscape. You rub your eyes wondering if you have just seen a desert mirage. Well, your eyes aren't tricking you; this opulent enclave is Death Valley Ranch, though most people know it as Scotty's Castle. Though it may look like just a mansion, there is evidence of an amazing friendship scattered throughout the ranch complex.

Death Valley Scotty was born Walter Scott in Cynthiana, Kentucky in 1872. When he was 11 years old, he left home and headed to Nevada where he found work as a horse wrangler with his older brothers. He lived the life of a cowboy until he was 17 years old when he was recruited for the Buffalo Bill traveling Wild West show. He performed as a roughrider and sharp shooter with the show for 12 seasons, but when he showed up late to the opening day parade in New York City, Buffalo Bill was not pleased. The resulting disagreement led Scotty to quit the show. Scotty then turned to mining speculation as a new source of income. He claimed he had a gold mine in Death Valley and convinced several wealthy businessmen to invest in it. Albert Johnson, the president of the National Life Insurance Company in Chicago invested thousands of dol-

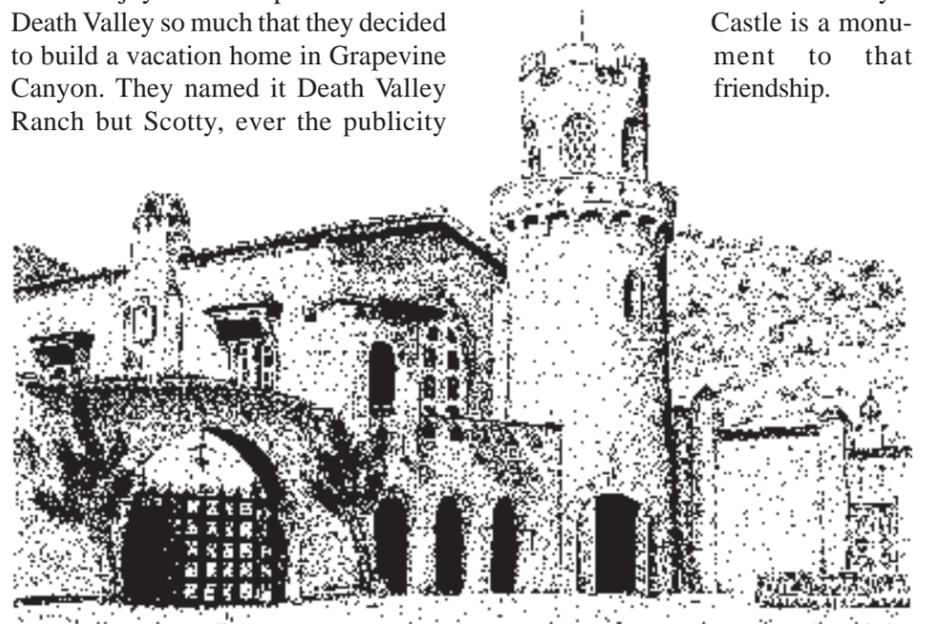
lars in Scotty's mine without receiving a single gold nugget. Johnson became suspicious of Scotty and asked if he could come to Death Valley to see the gold mine for himself.

Scotty was only planning on having Johnson around for a couple of weeks, but he stayed in Death Valley for an entire month. The desert climate and vigorous activity improved many of Johnson's health problems. But perhaps the most captivating aspect of Death Valley was Scotty himself. Exploring the desert together, Scotty and Johnson began a friendship that would last the remainder of their lives. Albert and his wife Bessie enjoyed their repeated visits to Death Valley so much that they decided to build a vacation home in Grapevine Canyon. They named it Death Valley Ranch but Scotty, ever the publicity

hound, called it his Castle.

Albert Johnson and Death Valley Scotty came from two very different places with very different backgrounds. Under normal circumstances, their paths might never have crossed. Yet these polar opposites had two things in common: a love of the desert and the joy of spending time in each other's company. Mr. Johnson treasured the friendship he had with Scotty more any money he may have lost in their adventures together, claiming, "Scotty repaid me in laughs." Johnson and Scotty had a unique association where friendship and a good story trumped the importance of money and

the truth. Scotty's Castle is a monument to that friendship.



## Living History Tour

A trip through Scotty's Castle is a memorable part of any visit to Death Valley. Living History Tours are led by park rangers dressed in 1930s attire who take you back in time to the year 1939. You can see intricate details of the ironwork, hand-carved California redwood, clothes worn by Scotty and the Johnsons as well as original furniture. You will discover some of the amenities that made the Castle a truly unique home. You experience nearly all of the opulently furnished rooms inside the house including the Upper Music Room where you will be treated to the sounds of a 1,121 pipe theater organ. Everyday, ranger-led tours take visitors inside

the Main House and Annex portions of the Castle each hour from May to October and more frequently from November to April. Buy your tickets at the ticket office upon your arrival to ensure your spot on the next available program. While you wait, the grounds of the Castle are open for exploration. You may explore the desert environment on a hike through Tie Canyon or take a stroll up to the stables where you will find weather-beaten cars that the Johnsons and Scotty owned. You can walk over to the power house to find generators and a Pelton water wheel used to provide power for the entire Castle complex. Another trail leads you up to Windy

Point and Scotty's grave.

The National Park Service needs your help to protect the buildings and furnishings. Be sure to bring your flash cameras, but please leave your tripods, backpacks, and water bottles in your vehicle. Food, liquids, gum and tobacco products are all prohibited in the Castle. Please do not touch anything inside the Castle as skin oils and detergent can irreversibly damage the irreplaceable museum objects found throughout the house. With your help, Scotty's Castle will be here for future generations to enjoy.

## Underground Mysteries Tour

Visitors who tour the interior of Scotty's Castle walk away with diverse ideas about the Castle's significance. One of the most surprising is that Scotty's Castle is a technological mystery of self sufficiency and comfort.

Underground Mysteries tours are not just for engineers or the mechanically inclined. Most visitors are in awe of what lies beneath the Castle. Guided by a uniformed ranger, the tour takes visitors into the Castle basement, through a maze of tunnels, and into the Powerhouse.

The intricate one-quarter mile of tunnels beneath the Castle contain the historic utilities, including a battery room where energy was stored for latter use. Prior to 1964, electricity was primarily produced by a hydro-electric power plant, ran by water from a spring located in upper Grapevine Canyon. The historic utilities provided Castle residents with contemporary amenities and physical comfort.

Historic tiles are stored in the tunnels, including the swimming pool tiles. Visitors standing before the pool viewing

windows can imagine how the swimming pool might have appeared had it been completed. The ranger will also show visitors how the National Park Service is preserving and protecting the Castle for the enjoyment of future generations.

Underground Mysteries tours are an interesting alternative for visitors who have already attended a living history Castle tour. For the first time visitor, combining both tours makes for a complete Castle experience. Underground Mysteries tours are not ADA accessible.

Scotty's Castle chimes tower



## What is Wilderness?

"If future generations are to remember us with gratitude rather than contempt, we must leave them something more than the miracles of technology. We must leave them a glimpse of the world as it was in the beginning . . ."

*President Lyndon B. Johnson,  
upon signing the  
Wilderness Act, 1964*

Wilderness is a word of many meanings. From a place to be feared to a place to be revered, wilderness can evoke images of wild animals, cascading streams, jagged mountains, vast prairies, or immense deserts. For individuals, wilderness can mean physical challenge, grand vistas, solitude, community, renewal, or respite from a complex technological society.

On September 3, 1964, President Lyndon B. Johnson signed the Wilderness Act. This law states: "A wilderness, in contrast with those areas where man and his own works dominate the landscape, is hereby recognized as an area where the earth and its community of life are untrammelled by man..."

The word *untrammelled* captures the essence of wilderness. Simply put untrammelled means "free of constraint or unhindered." Wilderness areas are places where a conscious decision has been made by the American people to

let nature prevail. In wilderness, natural processes are the primary force acting upon the land, and the developments of modern technological society are substantially unnoticeable.

The Wilderness Act reached beyond defining wilderness. The goal of the Act was to preserve wilderness and the wilderness experience for future generations. But, why did Americans feel the need to preserve wilderness for future generations?

Citizens realized that even though wild lands were protected as a national park or national forest, humans could still affect the landscape in ways that diminished its natural qualities. The Wilderness Act was a response to public concern that wild areas be protected permanently by law, not subject to the discretion of agencies or administrations. This desire for permanent protection is heard in the opening words of the Wilderness Act. Congress declared: "In order to assure that an increasing population, accompanied by expanding settlement and growing mechanization, does not occupy and modify all areas within the United States...leaving no lands designated for preservation and protection in their natural condition, it is hereby declared to be the policy of the Congress to secure for the American people of present and future generations the benefits of an enduring resource of wilderness."

The Wilderness Act protects not only

the tangible resources of wilderness—habitat for wildlife, free flowing streams, watersheds, biological diversity, cultural artifacts and historic structures—but also the intangible "benefits of an enduring resource of wilderness."

The diverse benefits of wilderness vary according to the individual who contemplates wilderness or seeks a wilderness experience. Wilderness areas provide opportunities for physical and mental challenge, self-reliance, and solitude. As a haven from the pressures of modern society, wilderness can inspire personal renewal, artistic expression, and the opportunity to explore American heritage. Some people appreciate wilderness from afar, overlooking expansive vistas of wild lands from a roadside or simply by imagining wilderness areas in their minds.

Wilderness was passed on to us by individuals, known and unknown, who worked to preserve their dream, an American dream, of public lands protected by law to be forever wild. The primary author of the Wilderness Act, Howard Zahniser, stated: "The wilderness that has come to us from the eternity of the past we have the boldness to project into the eternity of the future."

Wilderness areas offer glimpses into the past and provide places to envision the future.

*reprinted from an National Park Service  
Wilderness Site Bulletin*

## Keep Wildlife Wild

The coyote is the icon of wildness in most desert parks. When we see a coyote eating from peoples hands, roaming picnic areas and waiting roadside for handouts we lose a lot of that wild experience we originally came to the park to enjoy.

Coyotes are both scavengers and predators and—like human beings—would rather take the easy way out. They will eat at any opportunity. When visitors offer food, coyotes will gladly take it. Death Valley National Park is their home; they belong here, but feeding wild animals does not. In fact, it is illegal.

The law is intended to protect park resources and people.

Feeding wild animals habituates them to humans and our food. Coyotes lose their natural fear of humans and can become aggressive when food is not forthcoming or if they feel cornered or threatened. This poses a hazard to the visitor. Coyotes can inflict serious bite wounds and have the potential to carry rabies. Small children and pets could become targets of hungry or angry coyotes. In addition, when a visitor stops in the road to feed or photograph a coyote the visitor and coyote both become traffic hazards.

An oft posed question to rangers is, "Why don't you just trap and relocate the animal?" When you relocate a coyote you are placing it in the territory of another coyote. One of them will end up in a marginal habitat and could starve.

As long as visitors are feeding coyotes, the animal's "preferred" habitat is where the visitors are. If relocated, the coyote will attempt to return and may starve or be hit by an automobile during the journey. For these reasons

National Park Service does not relocate animals at Death Valley.

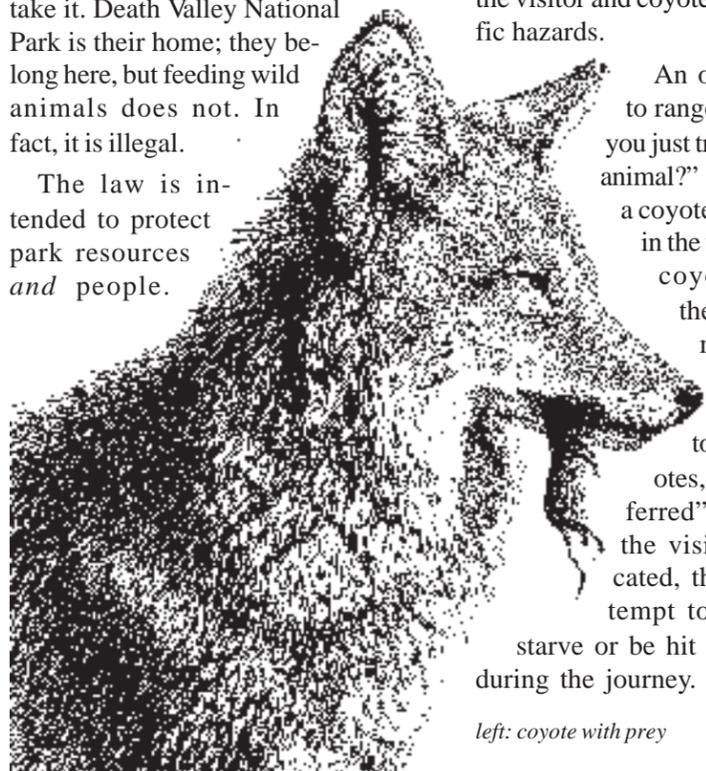
However, the problem still exists and more drastic measures are being taken. Current policy in Death Valley National Park is to haze the habituated animal by inflicting mild pain to deter the coyote from returning to the site and break it of its begging behavior. Only a selected number of well trained National Park Service employees are allowed to conduct these activities. Under no circumstances should you, the visitor, engage in wildlife hazing.

Although unpleasant, hazing is better than the final alternative, euthanasia. In order to protect the visitors and end the cycle of habituated animals many parks have euthanized animals. It is not an activity that any park employee wants to undertake.

A begging coyote's behavior is not the animals' fault. It is doing what comes easiest, but that is not always the most healthful. Even with the Park Service taking the above measures, **YOU** are the most important link in solving this problem. Please help us keep our wildlife wild and alive by not feeding any of the wild animals in Death Valley or any other National Park.

## Death Valley wilderness facts:

- ▼ Death Valley was protected as a national monument in 1933 and re-designated a national park in 1994.
- ▼ Death Valley is the largest National Park in the lower 48 states.
- ▼ About 95% of Death Valley National Park is designated wilderness.
- ▼ The National Park Service manages more designated wilderness acreage than any other land management agency in the U.S.A.
- ▼ California has the most designated wilderness acreage in the lower 48 states, about 13.7% of the state is wilderness.



left: coyote with prey



right: blue-eyed grass, dragonfly, & yerba mansa



## The Best Time to Visit

Death Valley National Park is usually considered a winter park, but it is possible to visit here all year. When is the best time to visit? It all depends on what you're looking for.

▼ **Autumn** arrives in late October, with warm but pleasant temperatures and generally clear skies. The camping season begins in fall and so do the Ranger Programs, which continue through spring. Although it is relatively uncrowded at this time of year, the weeks leading up to Death Valley '49ers Encampment (second week in November) and the Thanksgiving holiday are busy.

▼ **Winter** has cool days, chilly nights and rarely, rainstorms. With snow capping the high peaks and low angled winter light, this season is especially beautiful for exploring the valley. The period after Thanksgiving and before Christmas is the most uncrowded time of the entire year. Peak winter visitation periods include Christmas to New Years, Martin Luther King Day weekend in January and Presidents Day weekend in February. Reservations will be helpful.

▼ **Springtime** is the most popular time to visit Death Valley. Besides warm and sunny days, the possibility of spring wildflowers is a big attraction. If the previous winter brought rain, the desert can put on an impressive floral display, usually peaking in late March to early April. Check our website for wildflower updates. Spring break for schools throughout the west brings families and students to the park from the last week of March through the week after Easter. Campgrounds and lodging are usually packed at that time, so reservations are recommended.

▼ **Summer** starts early in Death Valley. By May the valley is too hot for most visitors, yet throughout the hottest months, visitors from around the world still flock to the park. Lodging and camping are available, but only the most hardy will want to camp in the low elevations in the summer. Most summer visitors tour by car to the main points of interest along the paved roads but do little else due to the extreme heat. Those wanting to hike will find the trails to Tele-

scope and Wildrose Peaks are at their best in summer, but it is best to wait until autumn for most other hikes.

## Temperatures

	Average Max	Average Min
January	65°F / 18°C	39°F / 4°C
February	72°F / 22°C	46°F / 8°C
March	80°F / 27°C	53°F / 12°C
April	90°F / 32°C	62°F / 17°C
May	99°F / 37°C	71°F / 22°C
June	109°F / 43°C	80°F / 27°C
July	115°F / 46°C	88°F / 31°C
August	113°F / 45°C	85°F / 29°C
September	106°F / 41°C	75°F / 24°C
October	92°F / 33°C	62°F / 16°C
November	76°F / 24°C	48°F / 9°C
December	65°F / 19°C	39°F / 4°C

▼ Record High: 134°F / 57°C July 1913

▼ Record Low: 15°F / -9°C January 1913  
Official weather station at Furnace Creek.

## Useful Books & Maps

The Death Valley Natural History Association is a non-profit organization dedicated to providing visitors to Death Valley National Park with a quality educational experience. These suggested offerings from our publications were chosen to help you plan your visit and make the most of the time you spend in Death Valley. Prices may change without notice.

▼ **A Traveler's Guide to Death Valley National Park** (Lawson) Beautiful color photographs, informative text and maps organized into chapters describing areas of the park to visit in one day. 42 pages. \$8.95

▼ **Best Easy Day Hikes: Death Valley** (Cunningham & Burke) Includes concise descriptions and simple maps of 23 short, easy-to-follow routes within the park. 120 pages. \$6.95

▼ **Hiking Death Valley: A Guide to its Natural Wonders and Mining Past** (Digonnet) A comprehensive guidebook providing 280 hiking/driving destinations ranging from easy day hikes to multiple-day treks. 542 pages. \$19.95

▼ **Death Valley SUV Trails** (Mitchell) This is a four-wheeler's guide to 46 interesting back road excursions in the greater Death Valley Region. 314 pages. \$19.95

▼ **Death Valley National Park Guide Map** (Automobile Club of Southern California) A detailed map including points of interest, lodging and restaurants, campgrounds, supplies and services with descriptions. \$4.95

▼ **Southern Nevada & Death Valley Area Map** (California State Automobile Association) A map covering the area from Las Vegas to the Southern Sierra Nevada. Includes Death Valley, Lake Mead, Sequoia-Kings Canyon and Mojave Preserve. \$4.95

▼ **Death Valley National Park Map** (Trails Illustrated-National Geographic Maps) Waterproof, tearproof, 100% plastic topographic map. Included backcountry road descriptions, trails/routes, and safety tips. \$9.95

## Death Valley Natural History Association



P.O. Box 188

Death Valley, CA 92328

1-800-478-8564

devahstry@aol.com

## Nearby National Park Areas

### California

▼ **Death Valley National Park**  
760-786-3200  
nps.gov/deva

▼ **Devils Postpile National Monument**  
760-934-2289  
nps.gov/depo

▼ **Joshua Tree National Park**  
760-367-5500  
nps.gov/jotr

▼ **Manzanar National Historic Site**  
760-878-2932  
nps.gov/manz

▼ **Mojave National Preserve**  
760-733-4040  
nps.gov/moja

▼ **Sequoia-Kings Canyon Nat'l. Parks**  
559-565-3341  
nps.gov/seki

▼ **Yosemite National Park**  
209-372-0200  
nps.gov/yose

### Utah

▼ **Bryce Canyon National Park**  
435-834-5322  
nps.gov/brca

▼ **Cedar Breaks National Monument**  
435-586-9451  
nps.gov/cebr

▼ **Zion National Park**  
435-772-3256  
nps.gov/zion

### Arizona

▼ **Grand Canyon National Park**  
928-638-7888  
nps.gov/grca

▼ **Pipe Spring National Monument**  
928-643-7105  
nps.gov/pisp

### Nevada

▼ **Lake Mead National Rec. Area**  
702-293-8990  
nps.gov/lame

▼ **Great Basin National Park**  
775-234-7331  
nps.gov/grba



# VISITOR SERVICES

11

## Furnace Creek Visitor Center

(760) 786-3200

The Visitor Center is operated by the National Park Service. Open 8AM-5PM daily. The Death Valley Natural History Association (a non-profit organization) operates the bookstore.

- ▼ Museum
- ▼ Bookstore
- ▼ Information
- ▼ Orientation Programs
- ▼ Ranger Talks
- ▼ Evening Programs

Visit our Website at:  
[nps.gov/deva](http://nps.gov/deva)

## Furnace Creek Inn & Ranch

(760) 786-2345

Furnace Creek Inn & Ranch is privately owned and managed by Xanterra Parks & Resorts.

- ▼ Motel
- ▼ Restaurants and Bars
- ▼ General Store
- ▼ ATM
- ▼ Gift Shops
- ▼ Swimming Pools
- ▼ Gas/Diesel 24 HOUR W/ CREDIT CARD
- ▼ Tire Repair & Towing
- ▼ Propane 8AM - 4PM
- ▼ Showers
- ▼ Laundromat
- ▼ Post Office
- ▼ Paved Airstrip
- ▼ Borax Museum
- ▼ Horse & Carriage Rides
- ▼ Golf Course
- ▼ Tennis Courts

## Scotty's Castle

(760) 786-2392

Scotty's Castle is operated by the National Park Service. Living History tours are offered by park rangers. Hours vary seasonally. The concession is operated and managed by Xanterra Parks & Resorts.

- ▼ Daily Tours of Castle
- ▼ Self-guided Walking Trails
- ▼ Museum
- ▼ Bookstore
- ▼ Gift Shop and Snack Bar
- ▼ Gas Station 9AM-5PM
- Tour fees:**  
 Adults ..... \$11.00  
 Age 62 or over ..... \$9.00  
 Adults with a disability ..... \$6.00  
 Children (6-15 years) ..... \$6.00  
 Children under 5 ..... free
- Living History Tours:** Tour of the interior of the main house and annex by costumed guides conducted as if the year is 1939.
- Underground Mysteries Tour:** Tour of the castle's basement, tunnels and Pelton waterwheel.

## Stovepipe Wells

(760) 786-2387

Stovepipe Wells Village is a park concession, operated and managed by Xanterra Parks & Resorts.

- ▼ Motel
- ▼ Restaurant & Bar
- ▼ RV Hook-ups
- ▼ Gas Station 24 HOUR W/ CREDIT CARD
- ▼ Convenience Store
- ▼ Gift Shop
- ▼ ATM
- ▼ Swimming Pool
- ▼ Showers
- ▼ Paved Airstrip
- ▼ Ranger Station

## Panamint Springs

(775) 482-7680

Panamint Springs Resort is privately owned and operated.

- ▼ Motel
- ▼ Restaurant
- ▼ Campground
- ▼ RV Hook-ups
- ▼ Showers
- ▼ Gas Station 24 HOUR W/ CREDIT CARD

### Medical Services

- ▼ Beatty Clinic  
Beatty, NV (775) 553-2208
- ▼ Pahrump Urgent Care Facility  
Pahrump, NV (775) 727-6060
- ▼ Death Valley Health Center  
Shoshone, CA (760) 852-4383
- ▼ Southern Inyo Co. Hospital  
Lone Pine, CA (760) 876-5501
- ▼ Nye County Medical Center  
Tonopah, NV (775) 482-6233

### Auto Repair

- ▼ Furnace Creek Chevron:  
AAA Towing Service (24 hour)
- ▼ California: Baker, Bishop, Lone Pine, Ridgecrest
- ▼ Nevada: Beatty, Pahrump, Tonopah

### Church Services

Interdenominational Christian Worship on Sundays at 9:00 AM at the Furnace Creek Visitor Center Auditorium.

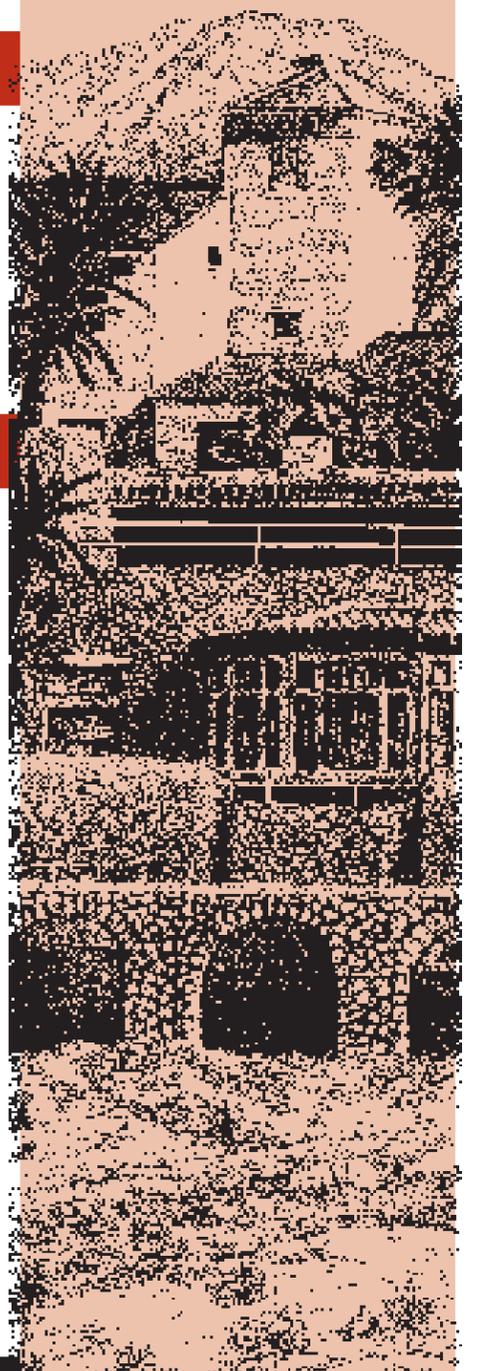
### Recycling

- Join the National Park Service, Xanterra Parks & Resorts, U.S. Postal Service and Timbisha Shoshone Tribe by recycling.
- Look for recycling bins at the campgrounds, visitor center, ranger stations, post office and hotels.
- ▼ Paper: mixed paper, including magazines, books, & newspapers
  - ▼ Aluminum cans: please crush
  - ▼ Glass containers: please rinse
  - ▼ Plastic bottles: remove caps, rinse & crush

## Kids! You can become a Junior Ranger!

Want to have fun while exploring Death Valley? You can become a Junior Ranger with the **Junior Ranger booklet** that can be picked up at any Death Valley National Park Visitor Center. Just complete the right number of activities for your age and get your booklet signed by a Park Ranger. Upon completion of your booklet and after reciting the Junior Ranger pledge, you will receive your Junior Ranger badge.

Why not join a Park Ranger for a **Junior Ranger Program** and receive a certificate? During the fall, winter or spring, stop by a Visitor Center at Furnace Creek or Scotty's Castle to check on availability, times, and locations. Present your Junior Ranger certificate or completed Junior Ranger booklet at any Visitor Center bookstore and you can purchase a special Junior Ranger patch for a small fee. What a great way to explore Death Valley!



Furnace Creek Inn

# DEATH VALLEY NATIONAL PARK



**It is unsafe & against the law to feed wild animals.**



## User Fee

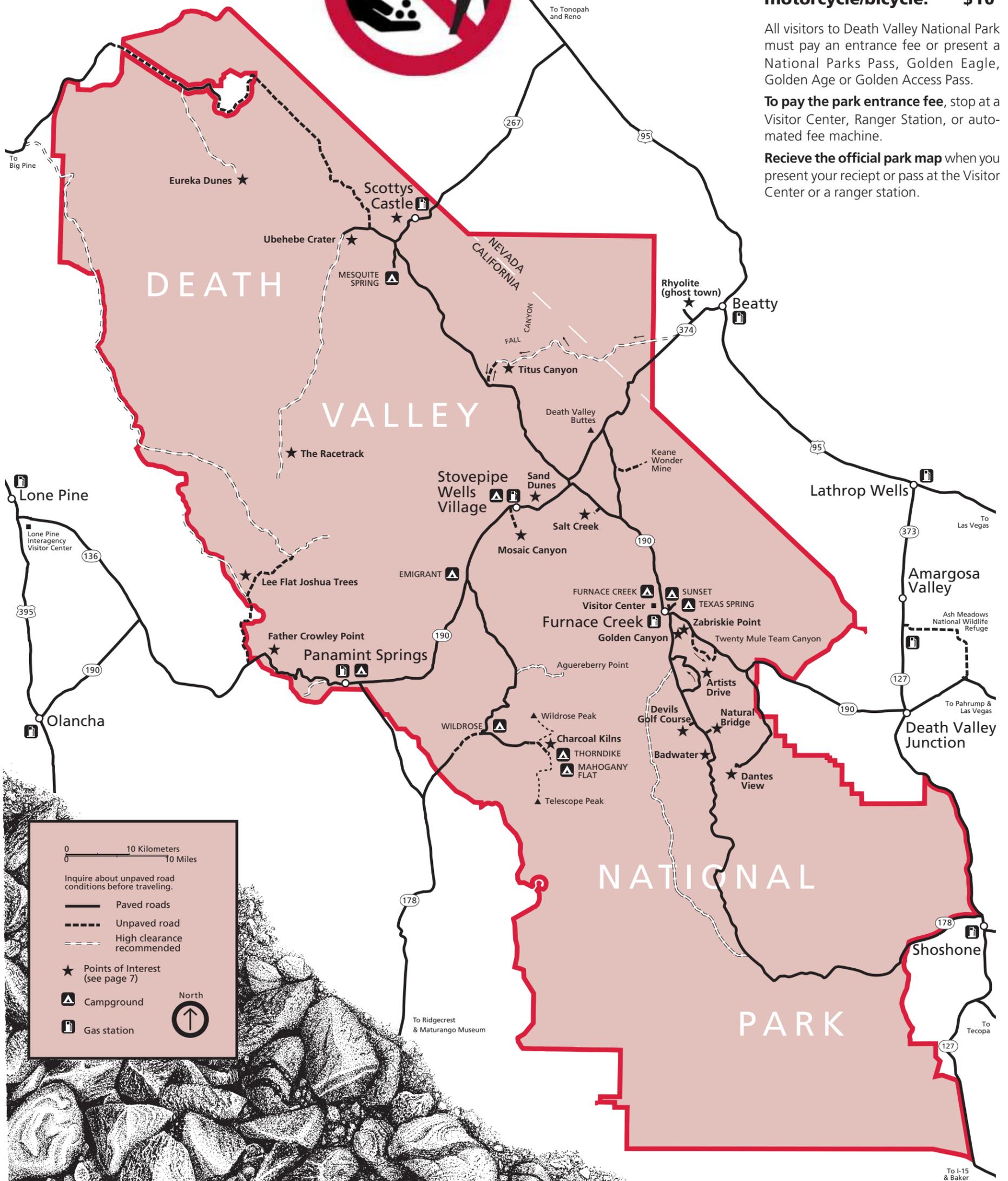
### Park Entrance Fee

**vehicle (non-commercial): \$20**  
**motorcycle/bicycle: \$10**

All visitors to Death Valley National Park must pay an entrance fee or present a National Parks Pass, Golden Eagle, Golden Age or Golden Access Pass.

**To pay the park entrance fee**, stop at a Visitor Center, Ranger Station, or automated fee machine.

**Receive the official park map** when you present your receipt or pass at the Visitor Center or a ranger station.



## A VISITOR'S GUIDE TO DEATH VALLEY NATIONAL PARK

**Articles & Information:**  
National Park Service Staff

**Illustrations:**  
Tah Madsen



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